Ultra DesPair Girls

Danganronpa
Another Episode

Instruction Manual

Contents

Komaru Naegi's Controls

R button

Reset Camera Position
(+ **L** button) Shoot

□ button

Display Truth Bullets
Selection Screen

△ button

Switch Character

L button

Aim Hacking Gun

directional buttons

Switch Truth Bullets

○ button

Dash (while moving)

left stick

Move

✕ button

Examine, Pick Up, Talk

PS button

START button

Pause Menu

screen (touchscreen)

right stick

Camera Controls,
(+ **L** button) Move Laser Sight
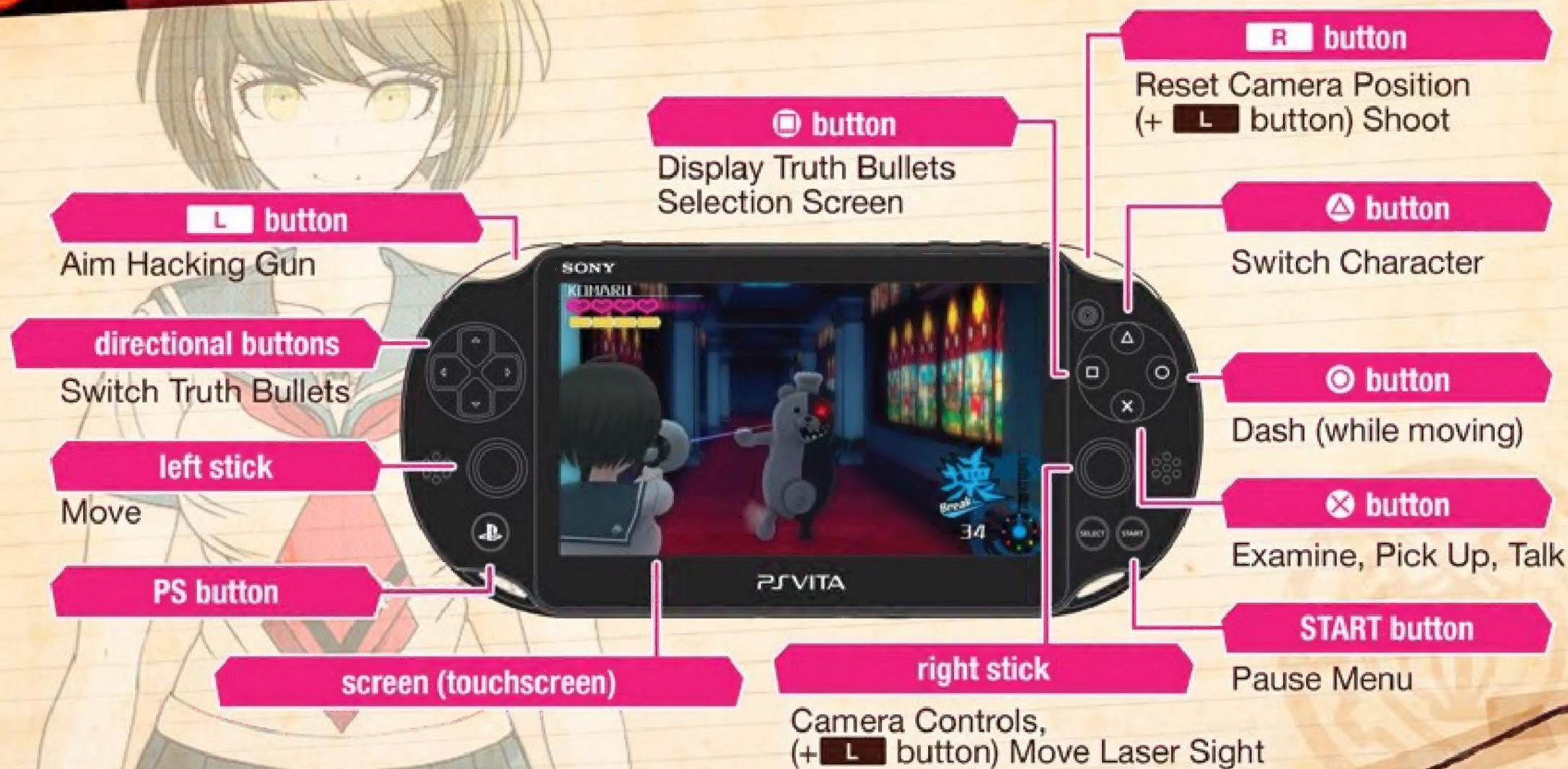
Genocide Jack's Controls

○ button

Attack,
(hold down) Ultimate Skill

R button

Reset Camera Position

△ button

Switch Character

L button

Lock On
(✕ button / △ button)
Slash Lust

◎ button

Evade

left stick

Move

✕ button

Examine, Pick Up

START button

Pause Menu

right stick

Camera Controls,
Switch Lock On Target

This is how the game screen appears when you're controlling Komaru.

*Press the START button to display Pause Menu.

Komaru's Health

Decreases when Komaru receives damage. When it runs out, it's game over!

Battery Gauge

Decreases continuously while controlling Genocide Jack.

Hacking Gun Laser Sight

Displays when you aim the Hacking Gun.

Loaded Truth Bullet

The letters and color indicate the type of Truth Bullet. The number displays the number of bullets.

*Lust Gauge is displayed here instead when you're using Genocide Jack.

How to Progress Through the Game

Use Komaru to progress through the story and defeat the enemies. Based on the situation, you might want to switch to Genocide Jack for some fights.
If you defeat the boss and clear the chapter, you will progress to the next chapter.

Training Potty (Save Point)

If you Examine the training potty, you'll be able to save your current progress. Choose the file you want to save data in.

Game Over

If you do dumb things like run out of life or run out of time at certain areas, it'll be game over and the retry screen will appear. From here, you can lower the difficulty level and restart, or resume from where you last saved.
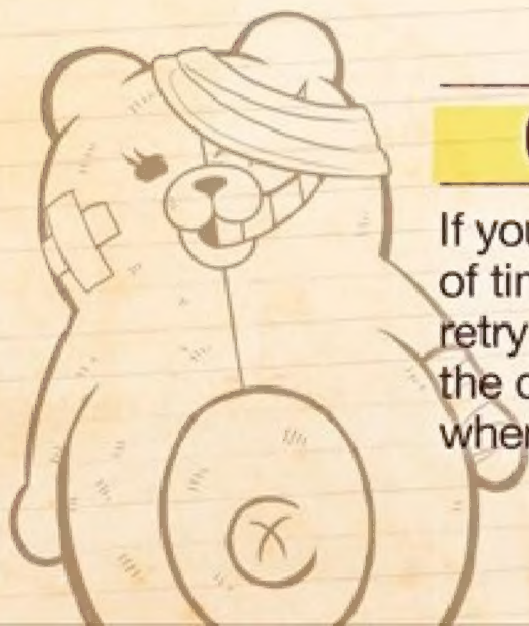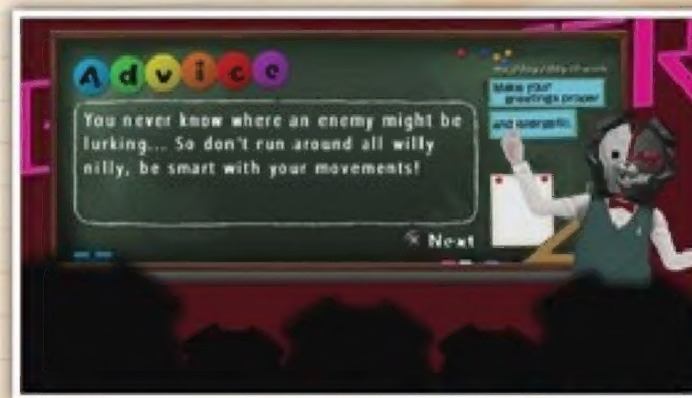
Basic Actions

Characters move in the direction you tilt the left stick. Use the right stick to move the camera POV. If you press the **R** button, the POV goes back to the default position. Also, if you press the ⊗ button when displayed (like you see in this screenshot), you can do an action appropriate to the target, such as "Open," "Pick Up," and "Examine."

*Komaru can sprint if you hold down the ◉ button while moving.

Despair Time

When Komaru's life runs out, Despair Time may begin. When the shrinking circle overlaps the yellow (or the blue) circle, press the △ button. If you succeed, a battery gauge will be consumed, and you'll live to fight again!

If you press the ⬤ button, the game pauses and the Truth Bullet Selection Screen is displayed. If you either press the directional buttons or tap the screen, you can select the type of ammo you want.
*You can also change the Truth Bullets by setting them with the directional buttons.

壊 Break	Breakdown	Damages the enemy.
噴 Knockback	Repulsion	Knocks back the enemy. They may even drop items that they're holding.
踊 Dance	Dance-off	Makes the enemy dance, totally defenseless!
痺 Paralyze	Paralysis	Electrocutes the enemy and surrounding enemies.
動 Move	Activate	Activates machines.

燃 Burn	Combustion	Shoots rapidfire. Fires ammo that burns.
観 Detect	Reveal	Uses a special light to reveal hidden things.
接 Link	Hacking	Connects to an enemy and controls them.*

*If time runs out, the △ button is pressed, or Komaru gets attacked while controlling the enemy, the link will be broken.

If you press the START button, the Pause Menu will be displayed. Switch to the following sections with the [L] button / [R] button.
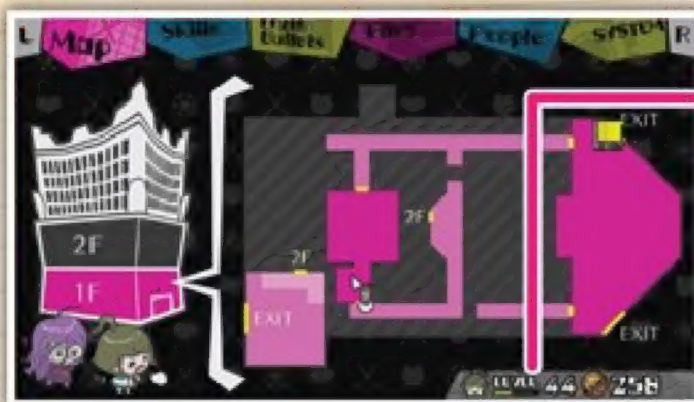
Level

When you defeat enemies, the gauge fills up. When it becomes full, you level up, and your SP limit increases.

Map	Displays a map of current location.
Skills	Displays skills for viewing and attaching/detaching.
Truth Bullets	Allows you to decorate Truth Bullets with Bling Bullets. Make 'em shine!
Files	Displays files such as "Scrap Notes" or "Hit Lists." Select the category you want to check out with the right and left directional buttons and press the ⊗ button to choose.
People	Displays character info.
System	Lets you do things like "Load" and "Retry," or change the game settings in "Options." Also, you can re-read conversations you've had under "Transcript" and look over the tutorials with "Help."

Pause Menu / About Skills

By picking up reference books, you'll be able to learn "Skills" that have super awesome effects. If you attach the skills from "Skills" in the Pause Menu, you can provide various effects to our heroines.
*The Skill List and Attached Skills pages can be viewed with the right and left directional buttons.

Skill List (Known Skills)

The number on the right is the SP needed to attach the skill. When it's attached, the skill will have a ✔ next to it.

SP (Total Number / Limit)

The total SP of the attached skills needs to be within the SP limit. The limit increases when you level up.

Skill Effects and Abilities

The top illustration displays what kind of effect it'll have if you attach them.

Attached Skill

Pause Menu / Decorate Truth Bullets

From "Truth Bullets" in the Pause Menu, you can increase the performance of the Truth Bullets by decorating them with Bling Bullets you have purchased at the store. If you choose the Truth Bullet you want to decorate, you go to the decoration screen. Select the slot you want to fill, then the Bling Bullets you want to use.
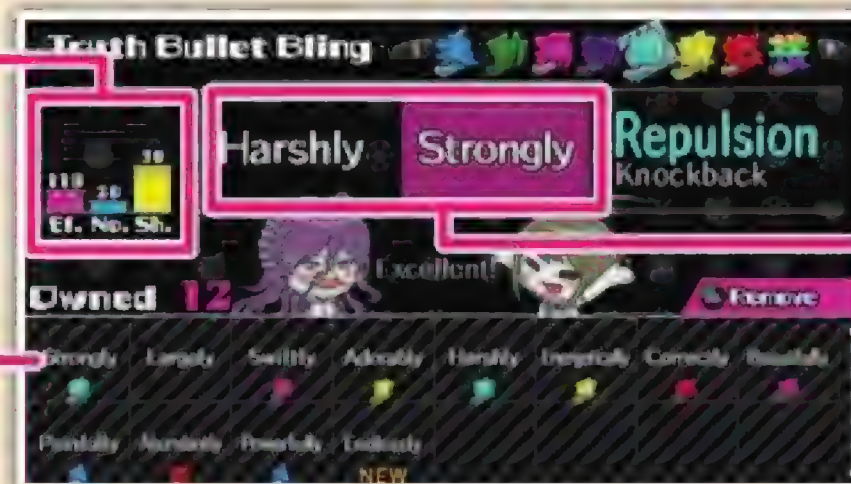*Truth Bullets "Move" and "Detect" cannot be decorated.

Truth Bullet Performance

Bling Bullets influence the performance of Truth Bullet "Effect," "Number of Bullets," and "Rapidfire."

Owned Bling Bullets

Bling Bullets that are currently in use will be displayed with their Truth Bullet underneath.

Bling Bullet Slots

You can place 1 Bling Bullet in each slot.

⚠ WARNING: PHOTOSENSITIVITY/EPILEPSY/SEISURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your doctor before playing.

IMMEDIATELY DISCONTINUE use and consult your doctor before resuming gameplay if you or your child experience any of the following health problems or symptoms:

• dizziness • eye or muscle twitches • disorientation • any involuntary movement

• altered vision • loss of awareness • seizures or convulsion.

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR DOCTOR.

⚠ WARNING: PHOTOSENSITIVITY/EPILEPSY/SEISURES

USE AND HANDLING OF VIDEO GAMES TO REDUCE THE LIKELIHOOD OF A SEIZURE

- Use in a well-lit area and keep as far a way as possible from the screen.
- Avoid prolonged use of the PS Vita system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

PRECAUTIONS FOR USE

Keep the PlayStation®Vita game card out of the reach of small children to help prevent accidental swallowing.

This game card is for use only with the PlayStation®Vita system. Use of this game card with other devices may damage the device or the game card.

- Do not touch the game card terminals with your hands or with metal objects.
- Do not allow the game card to come into contact with liquids. Do not bend or drop the game card or otherwise expose it to strong physical impact.
- Never disassemble or modify the game card.

PRECAUTIONS FOR USE

Do not use or store the game card in the following locations or under the following conditions:

- In a car with the windows closed (particularly in summer)/in direct sunlight/near heat sources.
- In high humidity or corrosive environments.
- Be sure to insert the game card in the proper orientation

The data on the game card may be lost or corrupted in the following situations:
- If the game card is removed from the system or if the system power is turned off while data is being read from or written to the game card.
- If the game card is used where it can be affected by static electricity or electrical noise.

If, for any reason, data loss or corruption occurs, it is not possible to recover the data. Backing up data regularly is recommended. Sony Computer Entertainment Inc. and its subsidiaries and affiliates will not be held liable for any damages or injury in the case of data loss or corruption.

**This device complies with Part 15 of the FCC Rules. Operation is subject to
the following two conditions:**

(1) this device may not cause harmful interference, and

(2) this device must accept any interference received, including interference that
    may cause undesired operation

• This equipment has been tested and found to comply with the limits for a Class B digital device,
pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against
harmful interference in a residential installation. This equipment generates, uses, and can radiate radio
frequency energy and, if not installed and used in accordance with the instructions, may cause harmful
interference to radio communications.